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Nintendo

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SNS-FS-USA

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

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This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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Thank you for selecting this SUPER SOCCER* Game Pak for your SUPER NINTENDO ENTERTAINMENT SYSTEM.*

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

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PLAYING MODES

EXHIBITION

This mode offers two game play options. In a single match, you can select a national team and play against the computer or another human player. Two players can also join forces and challenge a computer opponent. The second exhibition feature is the shootout. This option gives you the opportunity to refine your goalkeeping and striking skills against another player or the computer.

TOURNAMENT

This mode lets you select your favorite team and take on the other 15 teams in a knockout quest for the world championship.

▶Select [NEW GAME] to start from the beginning.
▶Select [CONTINUE] to continue play.

Input passcodes to continue tournament. Unlike standard passwords consisting of letters and numbers, the Super Soccer game pak uses directional commands from your control pad to generate a continue code. To enter the code, move the cursor using the direction arrows, then press the B button to input a derectional command or Y button to cancel a previous command.

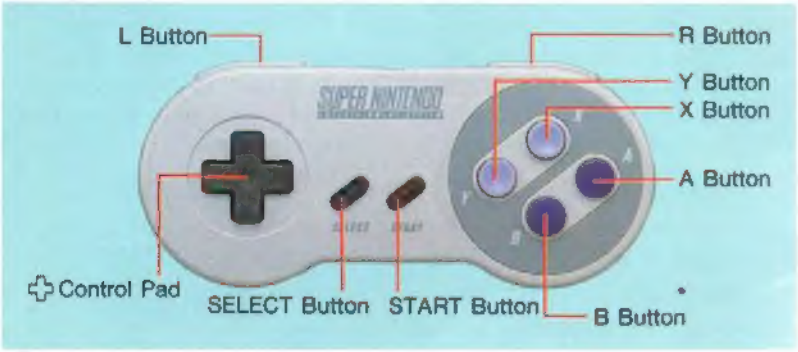
Select the Number of Players

EXHIBITION
- 1P vs COM
- 1P vs 2P
- 1P & 2P vs COM

TOURNAMENT
- 1P vs COM
- 1P & 2P vs COM

HOW TO PLAY(1)

The Super Soccer game is played using the controller functions displayed below:



Control Pad
The control pad is used to move a player in an intended direction.

SELECT Button
This button is used to pause the game.

START Button
This button is used to select a pass receiver.

Y Button
Press this button to pass to selected teammate.

B Button
This button is used for powerful kicks and shots on goal.

A Button
This button is used to pass the ball in the direction that the control. pad is pressed.

L Button
Press this button to select a pass receiver.

R Button
Press this button to select a pass receiver.

X Button
This button is not used.

HOW TO PLAY(2)

How to Operate the Players

Before you play, familiarize yourself with the buttons needed for each situation to make the game even more enjoyable.

Control Pad

When You Are Near the Ball
- Moves the player whose jersey number is displayed.
- Determines the direction the ball will travel when it's kicked.

When You Have the Ball
- The player will dribble the ball in the direction pressed on the control pad.

When an Opponent Has the Ball
- Moves the player whose jersey number is displayed.
- The player will slide tackle in the direction pressed on the control pad.

Y Button

When You Are Near the Ball
- Performs bicycle kick or header.(only when the ball is in flight).

When You Have the Ball
- Passes ball to selected teammate.

When an Opponent Has the Ball
- Press this button to shoulder tackle an opponent with the ball.

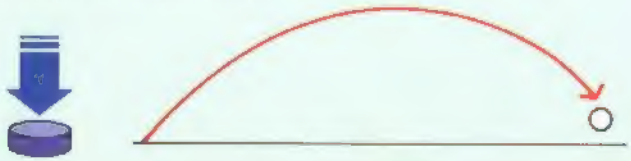
B Button

When You Are Near the Ball
- Executes powerful kicks and shots on goal.

When You Have the Ball
- Kicks the ball in the direction pressed on the control pad.

When You Are Near the Ball/When You Have the Ball
- When you kick the ball with the control pad pressed, the ball will curve. The degree of the curve will vary depending on when the control pad is pressed relative to when the B button is pressed and which player kicks the ball. (Some players are able to curve the ball better than others) The ball will travel in a fast, low curve when the interval is short. (Use this when shooting)

- The ball will travel in a slow, high loop when the interval is long. (Use this when making a long kick or centering the ball to a striker near the goal)



When an Opponent Has the Ball
- Press this button to slide tackle an opponent with the ball.

A Button

When You Are Near the Ball
- To slide on the ground.

When You Have the Ball
- Passes the ball in the direction pressed on the control pad.

When An Opponent Has the Ball
- Press this button to slide tackle an opponent with the ball.

Press the START, L, or R buttons, and move the arrow cursor with the control pad to select a pass receiver.

How to Use the Goalkeeper

AUTO

In this mode, the computer automatically reacts to the movement of the ball and makes an attempted save. You assume control of the goalkeeper following a successful save.

MANUAL

The manual goalkeeper has more range than the auto goalkeeper, but you must be prepared to control each movement of the goalkeeper.

✚Control Pad	This determines the goalkeeper's movements and jumping direction.
Y Button	Press this button to jump and catch the ball.
B Button	Press this button to jump and punch the ball. (Most goalkeepers in Super Soccer can jump about 1½ times further when they punch the ball rather than catch the ball.)

PLAYING TECHNIQUE

Throw-in

You get a throw-in when your opponent kicks the ball across the sideline. (Use the control pad to select one of the three available directions, then press the Y button to throw the ball to your teammate marked with an arrow.)

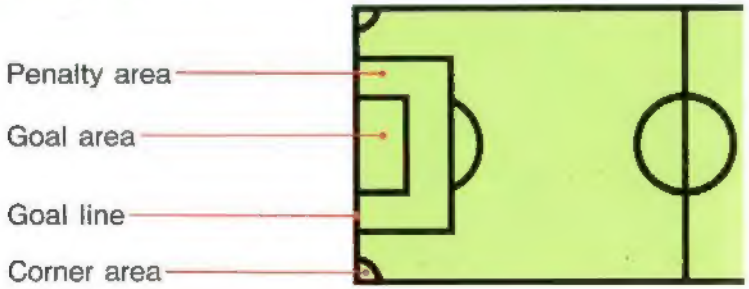
Corner Kick

If your opponent kicks the ball across his own goal line, you get a corner kick. (Corner kicks can be made in 8 directions.)

Goal Kick

If your opponent kicks the ball across your goal line, you get a goal kick from the edge of your goal area.

The Playing Field



SHOOTOUT

If a game ends in a draw, a shootout will decide the outcome. Each team will alternate penalty kicks. The team that scores the most goals in this round wins the game. Once one team is unable to overcome the goal difference (even if they score on each of their remaining penalty kicks), the team with the most goals will be immediately awarded the victory. If the score is still tied after both teams have taken five penalty kicks, the teams will continue taking penalty kicks until a winner emerges.

Penalty Kicks

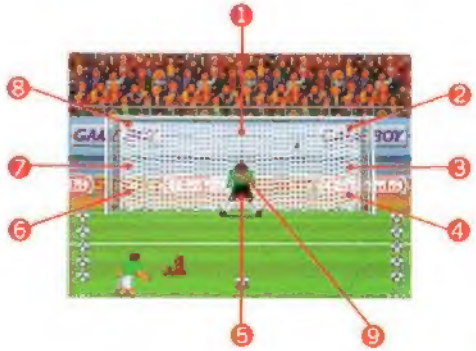
Press the control pad in the direction that you want to kick the ball, and press the B button. The speed of the ball will increase if you press the B button again when the player kicks the ball.

Goalkeeping

Press the control pad in the direction that you want to move the goalie, and press the B button to make the goalie jump in that direction.

Shooting and Saving directions

The ball and the goalkeeper can be kicked/moved in the nine directions on the control pad. The ninth direction is selected by not pressing the control pad.



FOULS

If you use a shoulder charge on an opponent, the referee may call a foul. If the foul is minor, your player will be issued a yellow card, which is a warning for you to clean up your style of play. When a player receives a yellow card, the player's jersey number changes from white to yellow. Flagrant fouls that injure one of your opponents carry an automatic red card. If one of your players receives a red card, the player is ejected from the game and your team must play with fewer than eleven players for the remainder of the contest. If the same player commits two fouls, the player will receive a red card and be removed from the game.

The guilty player is ejected from the game.
The injured player must be removed from the lineup.
A reserve player will have to replace the injured player.

On the lineup selection screen, the name of the ejected player is displayed in red and the name of the injured player will flash yellow until a substitution is made. (See page 12 for details about switching players.)

Each team can only have four players ejected in one game. Your team will lose the shoulder charge capability if you receive four red cards in one game.

FORMATIONS

In the Super Soccer game pak, you can select a formation that matches your playing style and also defenses your opponents strengths.

4-3-3

This formation's emphasis on balanced offense and defense makes it one of the most commonly used in the world today.

4-4-2

You can surprise your opponent with timely attacks from this defensive formation.

4-2-4

Using four defenders and four strikers maintains balanced control of the extreme ends of the field, but your two midfielders may have trouble with teams that overload the center of the field.

SWEEPER

This formation uses a sweeper to help the goalkeeper defend against an opponent's strong attack.

3-2-2-3

Use this formation if you want to control the midfield area and constantly pressure your opponent's goal.

2-3-5

This formation uses five forwards to launch big attacks. It's important, however, that the midfielders and defenders stay alert and avoid a quick attack by an opposing striker.

3-5-2

This formation is used to concentrate on the midfield battle. Three of your midfielders can also attack your opponent's goal.

3-3-4

The three defenders and three midfielders provide defensive support, so the four strikers can attack the enemy goal.

STARTING A GAME

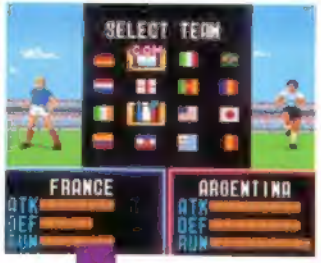
Selecting Modes

Select the desired mode on the title screen. (See page 2 for details about the exhibition and tournament modes.)

Select the number of players. (See page 2 for details regarding player options)

Selecting teams

Select the team you want to use at the team selection screen right. (See page 13 for details regarding the individual teams.) The player displayed on the left side of the screen represents player one (1P), and the player displayed on the right side of the screen represents player two (2P) or the computer (COM).



Team Ability

Team Name (Country Name)
Attacking strength
Defending strength
Running strength

Select Formation/Select Keeper Operation Mode

Select a team formation (see page 10 for details) and goalkeeper operation mode. (see page 7 & 8 for details)

Selecting Starting Lineup

Select the 11 starting members of your team.

How to View the Screen

The names of the 11 starting members

Reserve players

Player ability
AT: Attacking strength
DF: Defending strength
RN: Running strength

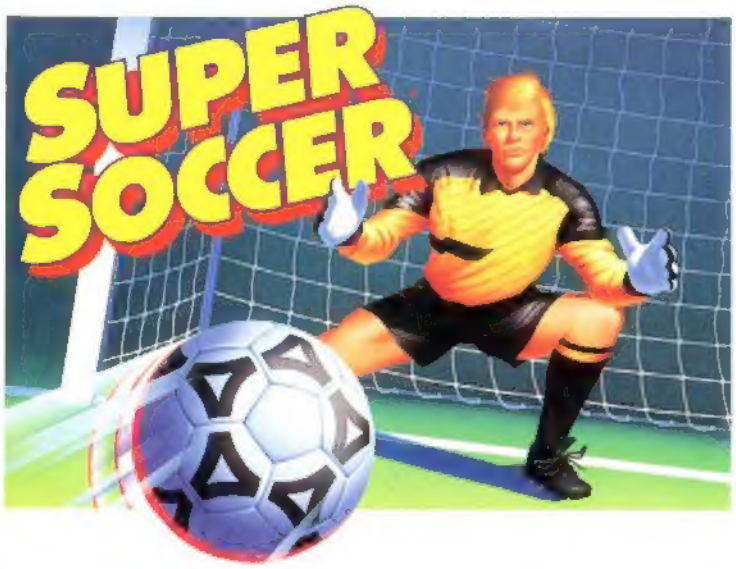
Replacing Players

1. Highlight the player you want to replace using the control pad, then press the B button (the player's name will flash).
2. Next, place the cursor on the reserve player you want to use, and press the B button to switch the two players on the lineup screen.

Select time limit for each half (1 to 99 min)

Increase or decrease the time limit by pressing up or down of the control pad. (Exhibition mode only)

THE TEAMS



GERMANY

A strong defense and super-charged attack are the keys to this team's overwhelming success against other teams. Of course, this team is the hot favorite to win.

4-3-3

1. DOLPH (GK)	5. KARL (DF)	9. MAX (FW)	13. OTTO (FW)
2. FRANZ (DF)	6. KLAUS (MF)	10. RUDI (FW)	14. ULRIC (MF)
3. ANDRE (DF)	7. LOTAR (MF)	11. HANS (FW)	15. BYRNE (MF)
4. ARNIE (DF)	8. KURT (MF)	12. PENN (DF)	16. JORGE (MF)

ARGENTINA

Argentina has one of the best players in the world. He led them to the world championship a few years ago.

4-4-2

1. EMIL (GK)	5. CARLO (DF)	9. LUIS (MF)	13. MANNY (MF)
2. RUBEN (DF)	6. JULIO (MF)	10. OSCAR (FW)	14. PEDRO (FW)
3. JOSE (DF)	7. DIEGO (MF)	11. RAMON (FW)	15. ART (DF)
4. ARIEL (DF)	8. SAUL (MF)	12. RAOUL (MF)	16. TOMAS (DF)

ITALY

A team conditioned to win. Italy's well-balanced offense and defense makes them one of the world's top teams.

SWEEPER

1. LUIGI (GK)	5. GIAN (DF)	9. ROCCO (FW)	13. CYRIL (MF)
2. JAPO (DF)	6. GINO (DF)	10. PRIMO (FW)	14. TORRE (FW)
3. MAURO (DF)	7. VINCE (MF)	11. ROMEO (FW)	15. BRUNO (DF)
4. MECI (DF)	8. SAL (MF)	12. BASIL (FW)	16. VANNI (FW)

BRAZIL

This is a great soccer nation that has produced many famous players. With a solid defense and lightning quick attacks, this team will definitely challenge for the cup.

SWEEPER

1. RIKI (GK)	5. ALMIR (DF)	9. PLINI (FW)	13. NIKO (MF)
2. NILO (DF)	6. ERICO (DF)	10. EDSON (FW)	14. LITO (FW)
3. LOPE (DF)	7. EDGAR (MF)	11. BENI (FW)	15. GASAR (FW)
4. VASCO (DF)	8. PAULO (MF)	12. HEITO (MF)	16. PABLO (FW)

HOLLAND

They've somehow lost a little of their magic, but their pride will help Holland win the big game.

4-2-4

1. VAN (GK)	5. LAHAM (DF)	9. ROLFE (FW)	13. DAVID (MF)
2. GAVIN (DF)	6. ROWEN (MF)	10. LANE (FW)	14. ANDY (FW)
3. HAYES(DF)	7. ERNIE (MF)	11. QUINN (FW)	15.KIPP (DF)
4. KENAN (DF)	8. JAN (FW)	12. TODD (MF)	16. JIMMY (MF)

ENGLAND

This team is renowned for fair play which is appropriate for a country of gentlemen. England possesses a strong defense and plays well as a unit.

SWEEPER

1. AARON (GK)	5.DEAN (DF)	9. LLOYD (FW)	13. DUSTY (FW)
2. HEATH (DF)	6. JOHN (DF)	10. BROCK (FW)	14. WALT (MF)
3. JAMES (DF)	7. ALLAN (MF)	11. SHAW (FW)	15. PETER (MF)
4. IAN (DF)	8. BLAKE (MF)	12. MICK (MF)	16. BERT (FW)

CAMEROON

Cameroon is the most destructive team around. Their shoulder charges and rough play really stand out, so you'll have to keep a sharp eye on these hit men.

4-4-2

1. THOM (GK)	5. KANA (DF)	9. OMAR (MF)	13. LIAM (DF)
2. YOMBI (DF)	6. ELLIS (MF)	10. ROGER (FW)	14. STU (DF)
3. TERRY (DF)	7. CYRIL (MF)	11. OMAM (FW)	15. SIMON (MF)
4. MBOUH (DF)	8. EMILE (MF)	12. NIGEL (FW)	16. ROY (FW)

ROMANIA

Romania has a decent offense and defense, but the players don't have any outstanding abilities.

3-5-2

1. NICOL (GK)	5.LAZLO (MF)	9. ENESU (MF)	13. JIRI (MF)
2. ROLF (DF)	6. TODOR (MF)	10. ERNO (FW)	14. LAJOS (MF)
3. BELA (DF)	7. GYULA (MF)	11. MLADE (FW)	15. YANKO (MF)
4. PETRE (DF)	8. NICUL (MF)	12. ERICH (FW)	16. ANZEL (FW)

IRELAND

This team's defense is fantastic. They also boast a goalkeeper with the suitable nickname of "Iron Curtain"!

3-2-2-3

1. RILEY (GK)	5. EAMON (MF)	9. BLAIR (FW)	13. GRADY (FW)
2. COLIN (DF)	6. RYAN (MF)	10. LOGAN (FW)	14. FLYNN (DF)
3. OWEN (DF)	7. BRYAN (MF)	11. SEAN (FW)	15. FERIS (MF)
4. COREY (DF)	8. ARLEN (MF)	12. HALEY (MF)	16. DARBY (MF)

FRANCE

This is a team of skilled individuals. The midfielders' exceptional ball-handling skills can be tough to handle.

3-3-4

1. LOUIS (GK)	5. ALAIN (MF)	9. REGIS (FW)	13. YVES (MF)
2. LUC (DF)	6. HERVE (MF)	10. FELIP (FW)	14. JULES (FW)
3. HUGO (DF)	7. GUY (MF)	11. RENE (FW)	15. SAM (MF)
4. JEAN (DF)	8. CHASE (FW)	12. ASTON (MF)	16. GAGE (DF)

U.S.A.

The Americans like to show off their kicking strength, but they don't have much technique. Their enthusiasm is unmatched and could help generate an upset of a more powerful and experienced foe.

3-5-2

1. TEX (GK)	5. SCOTT (MF)	9. GARY (MF)	13. JASON (MF)
2. ROB (DF)	6. CHRIS (MF)	10. BART (FW)	14. KEVIN (FW)
3. BEN (DF)	7. RICH (MF)	11. SPIKE (FW)	15. JON (FW)
4. JAY (DF)	8. BRETT (MF)	12. GREG (DF)	16. CZAR (MF)

JAPAN

Japan's strikers are quick and attack with deadly accuracy. They must improve their defense, however, if they expect to challenge for the top spot in the world.

4-3-3

1. MASAO (GK)	5. TAKEO (DF)	9. YUKIO (FW)	13. SABRO (MF)
2. KUNIO (DF)	6. AKIRA (MF)	10. YOSHI (FW)	14. JUN (FW)
3. KENJI (DF)	7. JIRO (MF)	11. FUMIO (FW)	15. SHIN (FW)
4. SATO (DF)	8. HIRO (MF)	12. KOJI (MF)	16. SEIJI (DF)

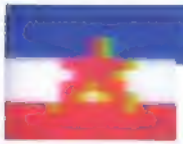
COLOMBIA

This team has incredible jumping ability and constantly hustles to the ball. The Colombians often press into the offensive end without leaving many players back on defense. This aggressive style of play usually leads to high scoring contests.

2-3-5

1. LOCO (GK)	5. MARCO (MF)	9. RICO (FW)	13. NIKOS (DF)
2. RAFI (DF)	6. NUEVO (MF)	10. ANGEL (FW)	14. FILIP (MF)
3. JUAN (DF)	7. JAIME (FW)	11. HUGO (FW)	15. FRAY (FW)
4. CAMPO (MF)	8. LEON (FW)	12. ROMUL (DF)	16. NANDO (DF)

YUGOSLAVIA



The players on this team are great passers. Victories are a real possibility if the Yugoslavs can maintain pressure on their opponent's goal.

3-3-4

1. BACO (GK)	5. KRSTE (MF)	9. LAJOS (FW)	13. BARJE (FW)
2. JANKO (DF)	6. IVAN (MF)	10. MITRI (FW)	14. PAVEL (FW)
3. JOSIP (DF)	7. ZUANE (MF)	11. TANKO (FW)	15. JURAJ (DF)
4. VLADA (DF)	8. MATIJ (FW)	12. VLAKO (DF)	16. POLJE (MF)

URUGUAY

This team uses sliding tackles to help them on the way to the top. They were once one of the mightiest teams in world.

3-2-2-3

1. BLAZE (GK)	5. ETRO (MF)	9. PABLO (FW)	13. VAL (MF)
2. STAVO (DF)	6. FELIX (MF)	10. SANCH (FW)	14. DONI (FW)
3. VITO (DF)	7. CECIL (MF)	11. PATON (FW)	15. CORBI (FW)
4. TAB (DF)	8. CATO (MF)	12. SLVAN (DF)	16. DURAN (MF)

BELGIUM

This is the lowest ranked team, but if they compose themselves, take control of the situation, and attack-they could pull off an upset.

4-2-4

1. RIK (GK)	5. SETH (DF)	9. VAIL (FW)	13. STACY (MF)
2. PIETR (DF)	6. ARCEL (MF)	10. HENRI (FW)	14. BRUCE (DF)
3. HUBER (DF)	7. SHELL (MF)	11. LEIGH (FW)	15. DREW (MF)
4. SID (DF)	8. WYATT (FW)	12. FRED (DF)	16. ROYAL (FW)

PASSWORDS

VS. _____

VS. _____

VS. _____

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VS. _____

PASSWORDS

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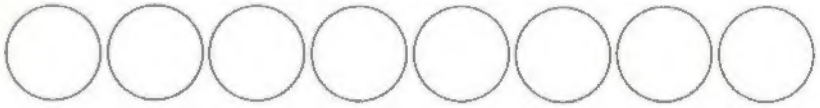

VS. _____

VS. _____

MEMO

WARRANTY AND SERVICE INFORMATION

90-DAY LIMITED WARRANTY

HARDWARE*, ACCESSORIES, GAME PAKS ("PRODUCT")

*HARDWARE ONLY: TO EXPEDITE AUTHORIZATION OF ANY REQUIRED WARRANTY WORK, WE RECOMMEND THAT YOU COMPLETE AND RETURN YOUR WARRANTY CARD WITHIN 10 DAYS OF PURCHASE (OR RECEIPT AS A GIFT).

90-DAY LIMITED WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

To receive this warranty service or to receive service after warranty expiration:

1. **DO NOT** return your product to the retailer.
2. Please call the **NINTENDO WORLD CLASS SERVICE**℠ Center Consumer Assistance Hotline at: **1-800-255-3700**. Our hours of operation are from 4:00 am to Midnight, Pacific Time, Monday through Saturday, and from 8:00 am to 5:00 pm, Pacific Time on Sundays (times subject to change). If the Nintendo Service Representative is unable to solve the problem over the telephone, you will be referred to the nearest **AUTHORIZED NINTENDO WORLD CLASS SERVICE**℠ Center for prompt, professional warranty service or repair and replacement components. You may also refer to your yellow pages directory under the heading of *Video Games - Service & Repair*, for the nearest location.
   To satisfy the needs of our customers, Nintendo maintains a nationwide network of **AUTHORIZED NINTENDO WORLD CLASS SERVICE**℠ Centers located in major metropolitan areas[1] and also offers express factory service. In some instances it may be necessary to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE to the nearest service location.

This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, commercial use, modification, tampering, or by other causes unrelated to defective materials or workmanship. This warranty shall not apply if any product serial number has been altered, defaced, or removed.

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ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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[1]United States only. In Canada Nintendo provides service through its Canadian Service Center.